

**THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:**

1. A method of playing discrete media content segments comprising
  - a) specifying an order of play of media content segments selected from archived media content segments and continuously playing live media content segments,
  - b) specifying specific live media content segments having defined start times, durations and repeat intervals,
  - c) deriving a play sequence based on said order of play which is interrupted to accommodate said specific live media content segments at the start times thereof, and
  - d) using said play sequence to provide a personalized sequence of discrete media content segments.
2. A method as claimed in claim 1 wherein said media content segments are streaming media content segments.
3. A method as claimed in claim 1 wherein said media content segments each include an address that identifies a source of the media content segment and said address is used to play the particular media content segment when required according to said personalized sequence.
4. A method as claimed in claim 1 wherein said play sequence includes an address for each discrete media content segment which address allows playing of the particular discrete media content segment upon demand.
5. A method as claimed in claim 1 where said play sequence includes address instructions for each discrete media content segment causing the play thereof in accordance with the play sequence on a source specific to the media content segment and where said play sequence includes address instructions of different sources.
6. A method as claimed in claim 1 including identifying live streaming media content segments which meet predetermined selection criteria determined by a user, and modifying said play sequence to accommodate said identified live streaming media content segments.

7. A method as claimed in claim 1 wherein said derived play sequence after interruption to accommodate said specific live media content resumes play of media content based on said order of play.
8. A method as claimed in claim 1 wherein said derived play sequence, after an interruption which interrupted an archived media content segment, plays the entire archived media content segment or plays a remaining unplayed portion of the archived media segment or plays a portion of the archived media segment immediately proceeding the interruption followed by the remaining unplayed portion of the archived media segment.
9. A method as claimed in claim 1 wherein said derived play sequence is stored as a program along with program timing information for the playing thereof and said method allows the storage of multiple programs.
10. A method as claimed in claim 9 wherein said program timing information includes the ability to play the program on a repetitive scheduled basis.
11. A method as claimed in claim 9 wherein said play sequence is stored on a first internet server and said media content segments are stored on a plurality of internet servers.
12. A method as claimed in claim 11 wherein said media content segments are played on a user device connected to the internet and in communication with said internet servers and said media content segments are transmitted to said user device as streaming media content segments.
13. A method as claimed in claim 1 wherein said derived play sequence adjusts for differences in time zones with respect to the playing of live media content segments.
14. A method as claimed in claim 1 where said discrete media content segments are stored on different devices available on a computer network and said different devices are used to play said discrete media content segments.
15. A method as claimed in claim 3 wherein said play sequence is stored on a first computer device on a computer network and at least some of said discrete media content segments are stored and playable using further computer devices on the computer network, said first computer device using said play sequence to play on a user computer device on said network said sequence of discrete media segments using said further devices.

16. A method as claimed in claim 15 wherein said discrete media content segments are available on computer servers available on a computer network and said discrete media segments are played on a user device connected to said network.
17. A method as claimed in claim 1 including conducting an initial search based on user entered criteria and identifying discrete media content segments of possible interest to a user and making said identified discrete media content segments available during said specifying steps.
18. A method as claimed in claim 17 wherein said discrete media content segments are discrete audio media content segments.
19. A method of identifying audio content and the selective programming thereof to define a personalized sequence of discrete audio segments comprising:
  - a) identifying a series of archived audio segments of possible interest to a user,
  - b) identifying a series of live audio segments available at specific times and of a known duration of possible interest to the user,
  - c) forming a basic series of audio segments from at least said archived audio segments for play in a particular manner according to information entered by the user,
  - d) forming an interrupting series of audio segments from at least said live audio segments including timing information for playing of each audio segment, and
  - e) producing an audio signal based on said basic series of audio segments which are interrupted by said interrupting series at the specific times of the audio segments and for the duration thereof.
20. A method as claimed in claim 19 wherein said basic audio segments also include live audio segments.
21. A method as claimed in claim 19 wherein said interrupting audio segments include archived audio segments.
22. A method as claimed in claim 19 wherein said basic audio segments also include live audio segments and said interrupting audio segments include archived audio segments.

23. A method as claimed in claim 22 including defining a plurality of channels where each channel defines an audio signal based on its own basic series of audio segments and its own interrupting series of audio segments.
24. A method as claimed in claim 19 wherein said produced audio signal returns to said basic series of audio segments after the duration of an interrupting audio segment and in the event the particular audio segment that was interrupted was an archived audio segment identifying the point of interruption and returning to the archived audio segment in a predetermined manner relative to the point of interruption.
25. A method as claimed in claim 19 wherein said interrupting series of audio segments include live audio segments from a plurality of audio feeds provided live on the internet.
26. A method as claimed in claim 25 wherein said archived audio segments include segments available for replay from a plurality of independent sources provided on the internet on a user demand basis.
27. A method as claimed in claim 26 wherein said discrete audio segments include found audio segments identified based on general criteria entered by the user and determined to be relevant by a computer based on said general criteria.
28. A method as claimed in claim 27 wherein said found audio segments interrupt other audio segments.
29. A system for allowing a user to manage media content available from a host of sources and produce a media signal customized according to user identified criteria, said system comprising:
  - a) a first web page interface for identifying media segments of possible interest to the particular user where said media segments include live media segments and archived media segments and selecting therefrom a group of media segments of particular interest to the user,
  - b) a second web page interface allowing the user to select from said group of media segments and form a basic sequence of media segments to be played in a predetermined manner and also allowing the user to select an interrupting series of media segments to be played in a manner to interrupt said basic sequence of media segments at particular

times and for the duration thereof and thereafter return to said basic sequence of media segments, and

c) a third web page interface to allow the user to play said basic sequence of media segments and said interrupting series of media segments.

30. A system as claimed in claim 29 wherein said system upon return to said basic sequence resumes the media segment that was interrupted.
31. A system as claimed in claim 29 including a memory means for tracking archived media segments to identify media segments which have been previously played to avoid replaying thereof.
32. A system as claimed in claim 29 including memory means for tracking archived media segments and marking any played archived media segment to avoid inadvertent replay thereof.
33. A system as claimed in claim 29 wherein said system conducts additional searches from time to time to locate current media segments of an identified content provider and adds said current media segments to said selected archived media segments.
34. A system as claimed in claim 29 wherein said media segments are audio media segments available over a public computer network.
35. A system as claimed in claim 34 wherein said media segments are available and transmitted for play on a user device connected to the internet.
36. A system as claimed in claim 29 wherein said media segments are video media segments available over a public computer network.
37. A method as claimed in claim 3 including connecting a user play device specifically designed for playing media content segments to a network and transmitting and playing the personalized sequence of discrete media content segments using said user play device.
38. A method as claimed in claim 37 wherein said personalized sequence of discrete media content segments is defined using a user computer device connected to said network.

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